NES-Y8-USA

WAYNE'S WORLD™

INSTRUCTION MANUAL!
PARTYTIME!
EXCELLENT!

T•HQ SOFTWARE
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Shyeahh, right!

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It's Friday Night.
It's your Nintendo Entertainment System.
It's WAYNE'S WORLD™
Partytime! Excellent!
Woo Woo Woo Woo Woo...

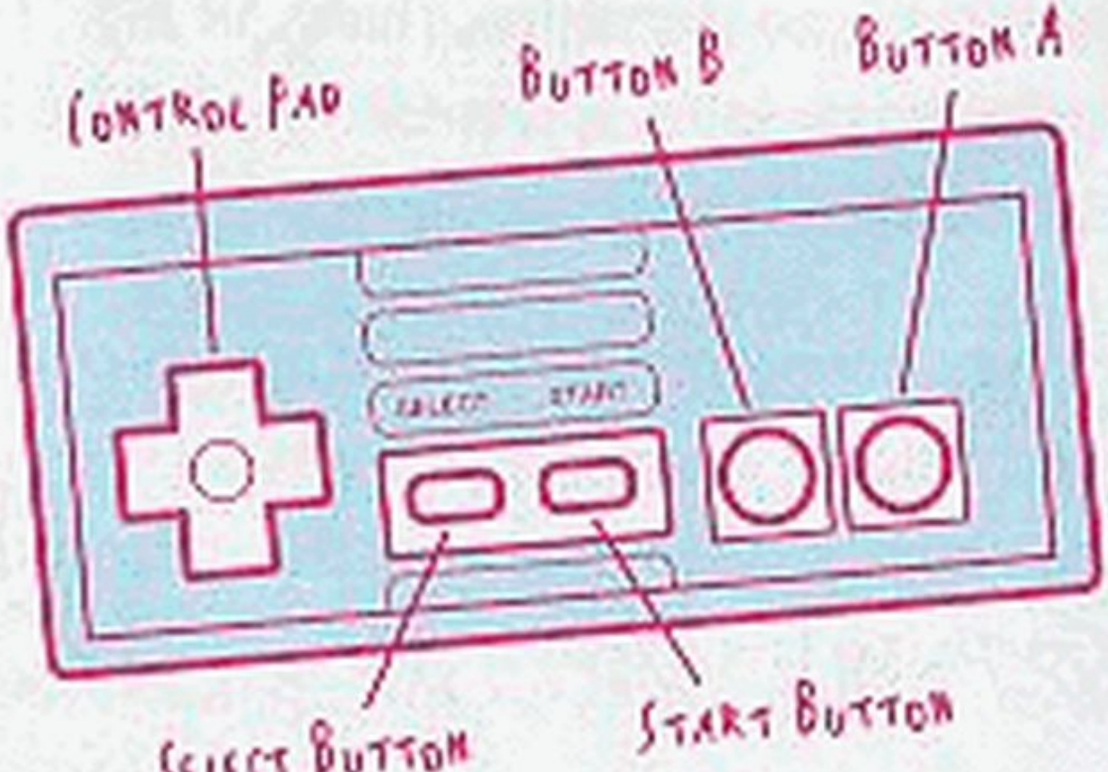
Okay. I'm *Wayne Campbell*, your excellent host, and with me, as always, is Garth. Hi. We're glad you tuned in, because my faithful co-host and I are really getting dumped on, and we need some help, or, quite frankly, we're *bucket!* Let me bring you up to speed: you see, we have this excellent cable access show, **Wayne's World**, but some dweeby producer from Chicago is trying to buy us out and make our show into some dweeboid "Mister Campbell's Neighborhood." Shyeahh, right!

Exactly, like we *really* want to do what some ultra-slick, mega-rich guy says! *We do* it because it's **cool** and a great way to meet babes. Anyhow, it's a really *bizarre* adventure trying to save our show: things start out in the music store, where all of this *bargain merchandise* comes after us. It's kinda like that movie where toys come to life and start crawling around. Wicked. *Good* call, Garth. After that, things get even **hairier**: bogus bouncers at the Gasworks, nasty ninjas, (*huh! As if!*) Benjamin's bizarro T.V. studio, aggressive appliances — totally unjustified! I don't get it!

Now you've gotta step into my shoes, or Garth's, Eewww! My shoes are sacred! and help us scarf donuts, get the girl, and save our show from extreme embarrassment, all without **honking**. *Shyeahh, right!* Quickly, Garth, to the Mirth-Mobile!
It's party time!

Getting Started

Okay. This is simple. The boxy plastic thing in the box is the *Game Pak* — put that in your Nintendo Entertainment System, turn it on, and press "START" to begin the game. Whoa! That's pretty complex... NOT!



(NOT actual size — The real thing doesn't have the labels on it either.)

CONTROLS

START — Press the START Button to begin the game. *Duuhhh!* Like you couldn't have guessed!

BUTTON A — Press Button A to jump. Press Button A and Control Pad Up to do a cool major-high flip jump. Uh, Wayne, I hurl when I flip. Hmmm. How *unappealing*. Hygiene tip, Garth: no flipping.

BUTTON B — Press to attack enemies. I've picked up a few excellent karate moves from Cassandra — *Hi Yaah!* 'I am Wayne. I will help you.' And Garth uses his **amazing homemade 4000 volt taser gun.** *Shocking!*

CONTROL PAD UP — Enter doors. Knock first, it's polite.

CONTROL PAD LEFT & RIGHT — Move left or right.

CONTROL PAD DOWN — Duck.

Status Display

Okay. Check this out — at the top of the screen, you will see:

Worthiness Units — You start each life with 22. If you get hit by a bad guy or fall a few yards, **BOOM!** you lose some. You get more from donuts and Power-Ups, but if you run out, *hey*, you're just not worthy.

Hat or Glasses — Shows whether you are currently controlling me or Garth. Simple. You figure it out.

Lives — You get 4 chances to prove your worthiness, then you're *denied!*

Time — Get this! There's a **clock** counting down on each level — if it reaches zero, *POOF!* Cinderella nightmare. Bummer.

Score — *Hello!* Live in the now! It shows the score, of course!

POWER-UPS

Whooa! This is cool! When you bonk off certain bad guys, a **P** will appear. **Bingo!** You're right — that's a **Power-Up!** Grab that sucker, and, Don Gartho, tell them what they'll win... Heh. Okay, Bob. You'll take home two extra worthiness points, not to mention extra energy for taking on nasties: Wayne, you get twenty way-cool Roundhouse Kicks, Excellent. Yeah, and I get major volt-osity for my Taser — twenty double-action, 100 gigawatt blasts. Pzzeewww! Pzzeewww! Wicked. Definitely major **baddie-bashing** action. Tell me, Garth, where might I find these Power-Up things? Well, keep your eyes open for cymbals, guitars, fat guys, and cats. Okay. Should be easy to spot.

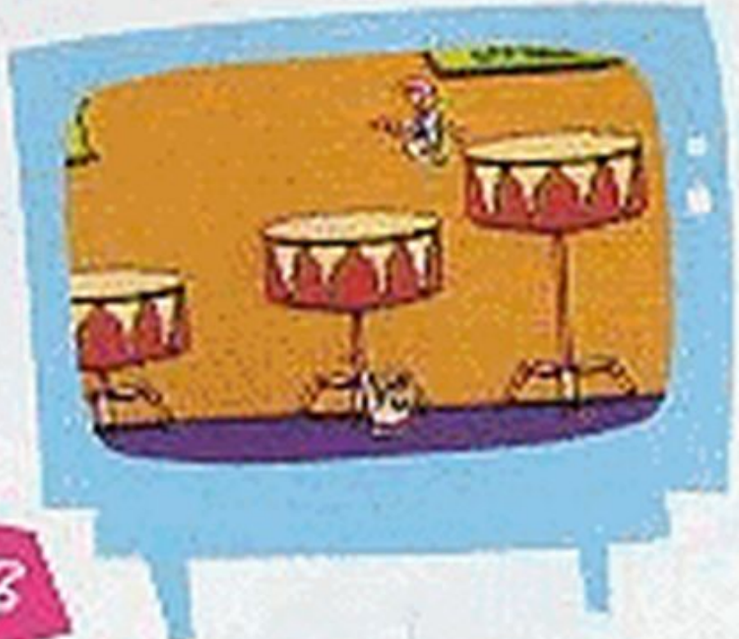
Okay, to save Wayne's World, you'll have to get through five different levels. And some extra cool stuff. How true. Okay, let's dive right in, shall we? OW. I fell on my keys.

Level One: Kramer's Music Store

Okay. Things start at the music store that we go to every Friday night to see the **Excalibur**, Guitar of Excellence, Object of My Deepest Desires. **It will be mine, oh yes, it will be mine.**

Hi, he does this all the time. But it's okay - he's not mental or anything.

Sorry, I digress.



Anyhow, now there's a bunch of instrumental enemies trying to stop us from getting to the guitar. Kind of like the guys who keep you from riding on the 'Spin 'N Spew' if you're not tall enough. Good call, especially because we seem to be reduced to nibblet size.

There are mondo drums, boxes, and guitars everywhere to climb on. Oh yeah, there's also a **boss music enemy** at the end, but you probably knew that. Garth, show them the enemies. Okay.

WAYNE & GARTH'S TOP 7 ENEMIES - LEVEL 1	
1	Stack of Barry Manilow Records Boss
2	Wailing Guitar that Shoots Notes
3	Belching Sax
4	Trumpet Buzz-Bomber
5	Flying, Snapping Cymbals
6	Walking Drum
7	Humongous Wall Guitars

Excellent!

Whoa! 70's flashback!

Bizarre!

No comment.

Unusual.

Owl

Drums gots legs!

Major Bounce-osity!

Bonus Level: Stan Mikita's Donut Shop

Okay. This is cool. After the music store, the natural place for excellent munchables is Stan Mikita's. World 'O Sugar - crullers everywhere! Yes! Pick up as many cholesterol rings as you can before time runs out. If you get them all, Sha-zam! An extra life! Excellent! No question.

Uh, Wayne, are you sure it's okay to just pick up all these donuts?

Not to worry, Garth, the company paid for them in advance. Oh, okay. Thank you.

Sorry about this, but I promised Garth's dad, **Beev**, that we would put something in here for his dweeby store, so here it is. Yeah, sorry.

The Wishing Well Convenience Store.

If It's Not Around
The House,
It's Just Around
The Corner.

There, we've done it, we've cheapened ourselves. Let's move on before I hurl. I feel kinda funny, like when the dentist tells you to hock into that little whirlpool.

LEVEL TWO: THE GASWORKS

Okay. This is the **Gasworks**. Excellent! Yes. The most scorching metal nightclub in Illinois. I believe *Crucial Taunt* is playing tonight. That's Cassandra's band - she's a babe. **Rrgrrelllee!** She's a babe-sickle. If she were president, she'd be Babe-raham Lincoln. In Latin, she'd be known as *Babia Majora*. Anyhow, to get to her, we have to get through the club itself — no simple task considering all the **brutal guys** who want to pick a fight. I guess I'd better brush up on my karate kicks.

Don't look now, Wayne, Psycho Hose Beast straight ahead! Oh, the humanity! Exit stage left.

Bye.

JASWORKS

Sorry. I almost forgot.

WAYNE & GARTH'S TOP 5 ENEMIES - LEVEL 2	
1	Stacy! Aahhhh!
2	Mean Kung Fu Fighter Boss
3	Burly, Barrel-Busting Bouncer Boss
4	Karate Wanna-Be's
5	Fat Guy Who Throws Bottles

Yes. Aahhhh!

This guy is good!

Extra Scrabble score.

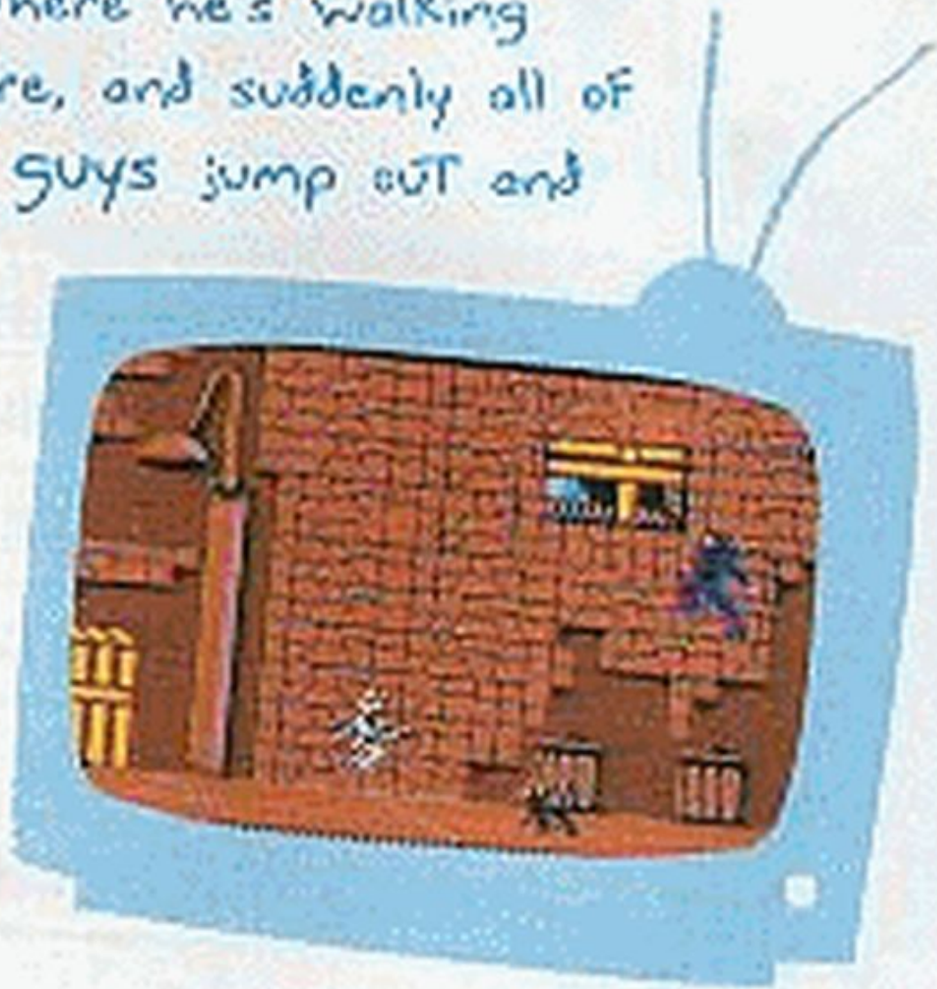
Lame.

Rude and unsafe.

LEVEL THREE: ALLEYWAY

Whooa! I'm beat after all that fighting at the club. Garth, Let me catch some **Z's**. you do the next one, okay? Uh, okay. I'm not nervous. Uh, hi.

You remember That **Bond** movie where he's walking down an alley in Canada or somewhere, and suddenly all of These black-masked ninja warrior guys jump out and start Fighting. Then just when you Think he's got Them all and he's okay, a black cat jumps out and scares everyone, and Then These magic ninja stars zoom in and Turn into red ninjas who can Turn back into stars and fly around? Pretty cool, huh?



Excellent narration, Garth.

Thank you. But I think that stuff is in the ***game***, not the *movie*.

Oh, sorry.

GARTH'S TOP 4 ENEMIES - LEVEL 3	
1	Wicked Flying Ninja Boss Stars
2	Mysterious Black Ninja Warriors
3	Black Cats
4	Sorry, I could only Think of Three

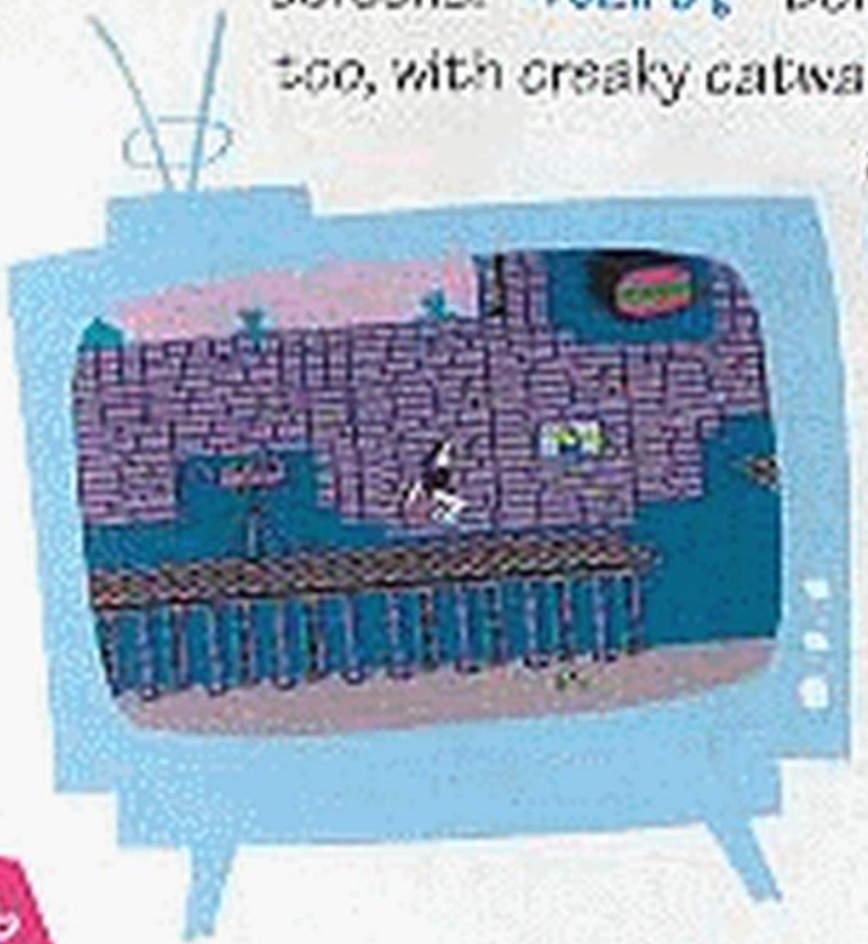
I'm not happy at all.

Must be in the wrong game.

Oh, no! Bad luck!

LEVEL FOUR: BENJAMIN'S CHICAGO STUDIO

Okay. While Garth is busy taking out ninjas, I need to get into Benjamin's T.V. studio to find the contract that Bennie Boy had us sign that's gonna make ***Wayne's World*** into ***Lame World***. First, I have to cross the studio floor, where I duke with *creepy crawly power cords* and flying T.V. screens. Weird! Definitely. There's a back lot to the studio, too, with creaky catwalks, sleazy security guards, dripping water, and **gigantic, hairy black spiders.**



Eewww! This place isn't safe at all! No question. A major public safety risk. C'mon, pardner, whar gonna hafta shut this place *down*.

Uh, Okay.

WAYNE & GARTH'S TOP 5 ENEMIES - LEVEL 4

1. Security Guard Bosses
2. Big, Hairy, Black Spiders - Eeewww!
3. Floating T.V. Test Patterns
4. Creepy Electric Cord Cobras
5. Hard Water Drops

I smell bacon.

Eeewwww!

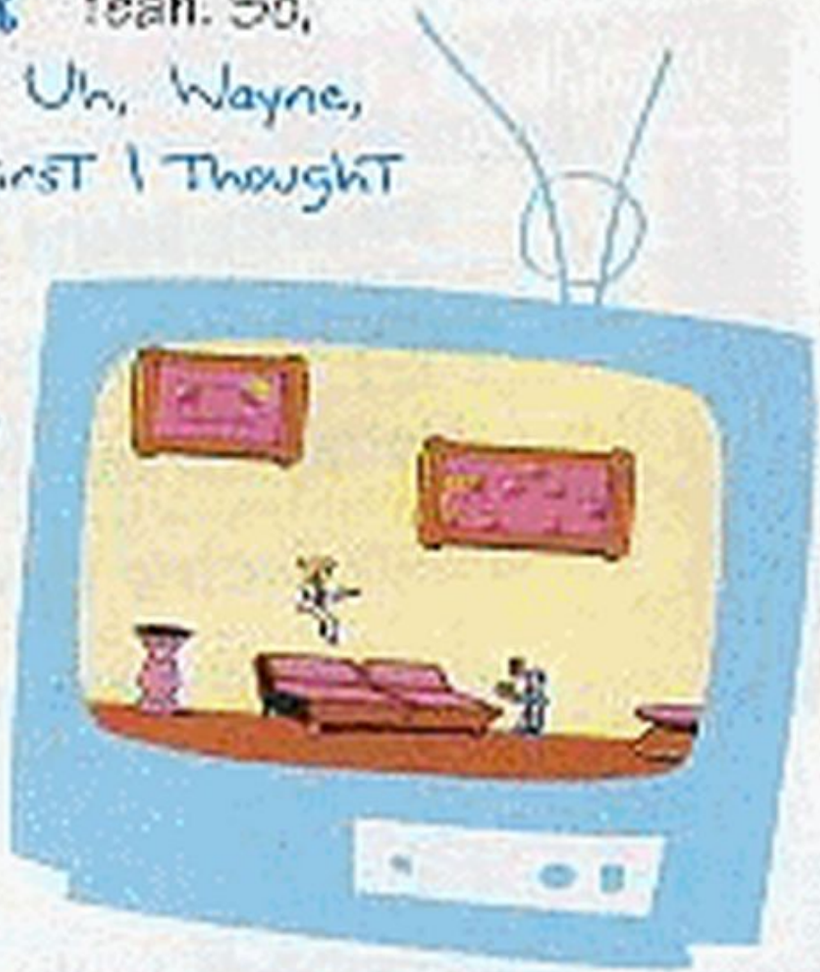
Highly unusual this time of year.

Garth, my flute, please.

Calgon, Take me away!

Level Five: Benjamin's Condo

Okay. We stopped the Chicago suits from broadcasting *Wayne's World 'O Dweebs*, but we still have to stop Benjamin from taking my beloved **Cassandra** and get back our contract so that our show remains a bastion of creative freedom. Besides, I kinda want to **stomp** the guy. He's helpful and understanding... NOT! Yeah. So, we get to his condo, right? And we start to... Uh, Wayne, I think we got the wrong place - at first I thought that little guy throwing things was Benjamin, trying to throw more money at us, but up close he kinda looks like the Tidy Bowl® Man, chucking those things that make the water blue.



Hey, human error.

Nice furniture, though.

Well, I guess I have no choice — in order to save the woman (and the show) that I love, I must climb outside the building and risk my very life on the balcony. I see all sorts of mean-looking **cats** and wind-blown **garbage** out there. Give a hoot, don't pollute. but I laugh in the face of danger. Ha, Ha!

[OSCAR CLIP] Yes, I know I may bite it; but what is **life** without those things that you most value? Is there justice in the world if a rich guy with a great profile and a big apartment and a nice car and better taste in clothes can take away my hopes and dreams? I dare say it 'NO,' that the little guy still has a chance, however slim, and I'm going to take it if it's the last thing I do.

(sniff) I haven't cried like this since Lassie ran away again. (Sniff) Do you want to show the enemies? **Shyeah, right!** And ruin my scene? Besides, we're almost out of space.

Oh, yeah.

WAYNE & GARTH'S TOP 5 ALL-TIME WAYNE'S WORLD GAME HINTS

1. It sounds weird, but try riding a drum, it runs the direction you face. Who knew?
2. Those boxes & things are there for a reason, get some attitude, it may help.
3. Go for those Power-Ups, it adds Worthiness and makes it easier to defeat enemies.
4. You may have to duck to avoid (or attack) certain enemies.
5. If your energy gets low, look for Madonna, she will save you. Just kidding.

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THQ SOFTWARE, INC. Consumer Service Department,
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1 × 10=10 Gee, Ninja, That was really good. Did you memorize it all?

I think that went really well, don't you, Garth?

Yeah. What happens now?

Hmmm. I guess we show them the company logo and some legal stuff.

Okay.

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